

HAUNTED CASTLE™

Re-Vamp An Old Game
With This New Kit!

RTV
1 or 2 Players

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HAUNTED CASTLE™

1. KITT
2. 1 or 2 Players
3. Player's Controls Are:
1 Joystick
2 Buttons: Attack/Power Up
Jump
4. Horizontal Monitor
5. Continuation Feature

Description:

The honeymoon is over before it has begun in Haunted Castle. The player's wife has been kidnapped by the evil Vampire. Fearing nothing, the player boldly starts on a quest to find his missing bride. He begins his mission with a whip as his only weapon, but he can obtain a more powerful weapon (chain or sword) by destroying particular enemies. The player collects small and large hearts that appear after destroying certain enemies. The amount of hearts the player collects determines the number of times he can use a power-up item. Power-up items include:

- Torch - Burns the enemies.
- Timer - Freezes the enemies for a certain time.
- Dynamite - Slows up the enemies.
- Cross - Player can radiate destructive crosses.
- Boomerang - Destroys all enemies in front.

The player must search through 6 bone-chilling stages in his attempt to find his bride.

- 1) **Graveyard**
Player whips enemies such as skeletons, bats, and the living dead as he makes his way through the cemetery. Guarding the exit of the burial ground is a wicked necromancer who must be destroyed.
- 2) **Cave**
While destroying more bats, bones, and boogeymen, the player carefully maneuvers through staircases, moving rock ledges, and cliffs. He must be aware of hidden enemies. At the end, the player faces a skeleton-type dragon creature.
- 3) **Banquet Room** (Inside the castle)
The player is pitted against knights, dwarfs, and different scary phantoms. The walls have eyes, and are dangerous. To finish this stage, the player combats a giant brandishing a sword.
- 4) **Basement**
More creepy cave crawlers are found - even mummies there for the honeymoon! The player must crash the giant rock monster at the end of this stage.
- 5) **Clocktower**
Player dodges ledges as he is whisked up to the top of the clocktower. At the end of the stage, an angry Frankenstein's monster must be eliminated.
- 6) **Vampire's Room**
The Vampire is getting thirsty, so the player rushes across the crumbling drawbridge to the other side of the castle. He tumbles into the Vampire's room and meets his ultimate adversary. The player summons all his skill as he faces the devious Vampire. Once he finally annihilates the Vampire, his bride is free to return to him.

And they lived happily ever after!

